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units. The wager, as with all wagers[[.]], depletes the credit inventory displayed at 110. A help

button 124 controls the game processor to display game information to the player. Finally, at 126

there is a deal button 126 which prompts play of a hand.

Please replace the table commencing on page 11, line 16, with the following:

	Pay Table		
Wager	**1**	**2**	**3**
Blue 7s	3000	6000	9000
Red 7s	300	600	900
Any 7s	50	100	150
~~3Bars~~	~~50~~	~~100~~	~~150~~
~~2Bars~~	~~20~~	~~40~~	~~60~~
~~Bar~~	~~10~~	~~20~~	~~30~~
<u>BAR-BAR-BAR</u>	<u>50</u>	<u>100</u>	<u>150</u>
<u>BAR-BAR</u>	<u>20</u>	<u>40</u>	<u>60</u>
<u>BAR</u>	<u>10</u>	<u>20</u>	<u>30</u>
Any Bar	5	10	15
Blanks	1	2	3

Please replace the paragraph commencing on page 11, line 26, with the following:

To play the game of FIG. 4, the player wagers on one or more pay lines ~~106a-h~~106a

through 106h. For purposes of this description it shall be assumed that the player has depressed

the maximum wager button 122 to wager 3 units on each pay line ~~106a-h~~106a through 106h.

The processor is prompted to select nine symbols from the beginning of the serial, random

inventory and displays the same in the rows and columns of the game matrix 102 as shown.

Based upon the symbols selected and displayed the player has obtained certain winning outcomes

as tabulated below (all 7s are Red 7s):